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L25	telling adj3 story and plot and theme	14	L25
L24	telling adj story and plot and theme	13	L24
L23	generating adj story and plot and theme	3	L23
L22	(generating or creating) adj story and theme and plot	5	L22
L21	(generating or creating) adj story and theme and plot and relationships	3	L21
L20	(generating or creating) adj story and theme and plot and relationships and simulation adj engine	0	L20
<i>DB=PGPB,USPT; PLUR=YES; OP=OR</i>			
L19	(generating or creating) adj story and theme and plot and relationships and simulation adj engine	0	L19
L18	L17 and (generating or creating) adj story and theme and plot and relationships and simulation adj engine	0	L18
L17	(704.clas. or 715.clas.)	50362	L17

<u>L16</u>	(Bringsjord-Selmer-Conrad or Ferrucci-David-Angelo)	3	<u>L16</u>
<u>L15</u>	L8 and (Bringsjord-Selmer-Conrad or Ferrucci-David-Angelo)	0	<u>L15</u>
<u>L14</u>	L11 and (generating or creating) adj story and theme and plot and relationships and simulation adj engine	0	<u>L14</u>
<u>L13</u>	L11 and generating or creating adj story and theme and plot and relationships and simulation adj engine	7868	<u>L13</u>
<u>L12</u>	L11 706/all (text search onlysee search history printout) and simulation adj engine	19973	<u>L12</u>
<u>L11</u>	L8 and (@ad<"19991223" or @rlad<"19991223" or @prad<"19991223")	19482	<u>L11</u>
<u>L10</u>	L9 and simulation adj engine	63	<u>L10</u>
<u>L9</u>	L8 and generating or creating adj story and theme and plot and relationships	14865	<u>L9</u>
<u>L8</u>	(706.clas. or 434.clas. or 463.clas.)	46017	<u>L8</u>
	<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR</i>		
<u>L7</u>	(generating or creating) adj story and theme and instantiating and plot and knowledge and characteristics and relationships and events and stage and interrelationships and simulation adj engine and history and randomness and random	0	<u>L7</u>
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<u>L6</u>	(generating or creating) adj story and theme and instantiating and plot and knowledge and characteristics and relationships and events and stage and interrelationships and simulation adj engine and history and randomness and random	0	<u>L6</u>
<u>L5</u>	(generating or creating) adj story and theme and instantiating and plot and knowledge and characteristics and relationships and events and stage and interrelationships and simulation adj engine and history and randomness and random.CLM.	0	<u>L5</u>
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<u>L4</u>	(generating or creating) adj story and theme and instantiating and plot and knowledge and characteristics and relationships and events and stage and interrelationships and simulation adj engine and history and randomness and random.CLM.	0	<u>L4</u>
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<u>L3</u>	L1 and plot and relationships	21	<u>L3</u>
<u>L2</u>	L1 and plot and relationships and interrelationships	2	<u>L2</u>
<u>L1</u>	story adj (telling or generating)	328	<u>L1</u>

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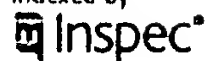
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IEEE JNL IEEE Journal or Magazine

IET JNL IET Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IET CNF IET Conference Proceeding

IEEE STD IEEE Standard

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- ☐ 1. **Character-based interactive storytelling**
 Cavazza, M.; Charles, F.; Mead, S.J.;
[Intelligent Systems, IEEE \[see also IEEE Intelligent Systems and Their Applica](#)
 Volume 17, Issue 4, Jul/Aug 2002 Page(s):17 - 24
 Digital Object Identifier 10.1109/MIS.2002.1024747
[AbstractPlus](#) | Full Text: [PDF\(2560 KB\)](#) IEEE JNL
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- ☐ 2. **From linear story generation to branching story graphs**
 Riedl, M.O.; Young, R.M.;
[Computer Graphics and Applications, IEEE](#)
 Volume 26, Issue 3, May-June 2006 Page(s):23 - 31
 Digital Object Identifier 10.1109/MCG.2006.56
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- ☐ 3. **An intent-driven planner for multi-agent story generation**
 Riedl, M.O.; Young, R.M.;
[Autonomous Agents and Multiagent Systems, 2004. AAMAS 2004. Proceeding](#)
[International Joint Conference on](#)
 2004 Page(s):186 - 193
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- ☐ 4. **Character-driven story generation in interactive storytelling**
 Charles, F.; Mead, S.J.; Cavazza, M.;
[Virtual Systems and Multimedia, 2001. Proceedings. Seventh International Co](#)
 25-27 Oct. 2001 Page(s):609 - 615
 Digital Object Identifier 10.1109/VSMM.2001.969719
[AbstractPlus](#) | Full Text: [PDF\(7039 KB\)](#) IEEE CNF
[Rights and Permissions](#)
- ☐ 5. **IDIC: assembling video sequences from story plans and content annotati**
 Sack, W.; Davis, M.;
[Multimedia Computing and Systems, 1994., Proceedings of the International C](#)
 15-19 May 1994 Page(s):30 - 36
 Digital Object Identifier 10.1109/MMCS.1994.292430

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1 Storytelling, avator: Fuzzy cognitive goal net for interactive storytelling plot design



Yundong Cai, Chunyan Miao, Ah-Hwee Tan, Zhiqi Shen

 June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

 Full text available: pdf(238.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interactive storytelling attracts a lot of research interests among the interactive entertainments in recent years. Designing story plot for interactive storytelling is currently one of the most critical problems of interactive storytelling. Some traditional AI planning methods, such as Hierarchical Task Network, Heuristic Searching Method are widely used as the planning tool for the story plot design. This paper proposes a model called Fuzzy Cognitive Goal Net as the story plot planning tool fo ...

Keywords: AI planning, formation, fuzzy cognitive maps (FCMs), generation, goal net, interactive storytelling, plan execution, situated learning, story planning

2 Artificial intelligence



Elaine Rich

January 1983 Book

Publisher: McGraw-Hill, Inc.

 Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [review](#)

The goal of this book is to provide programmers and computer scientists with a readable introduction to the problems and techniques of artificial intelligence (A.I.). The book can be used either as a text for a course on A.I. or as a self-study guide for computer professionals who want to learn what A.I. is all about.

The book was designed as the text for a one-semester, introductory graduate course in A.I. In such a course, it should be possible to cover all of the material in the boo ...

3 An Intent-Driven Planner for Multi-Agent Story Generation



Mark Owen Riedl, R. Michael Young

 July 2004 **Proceedings of the Third International Joint Conference on Autonomous Agents and Multiagent Systems - Volume 1 AAMAS '04**

Publisher: IEEE Computer Society

 Full text available: pdf(251.36 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The ability to generate narrative is of importance to computer systems that wish to use story effectively for entertainment, training, or education. We identify two properties of story: plot coherence and character believability, which play a role in the success of a story. Plot coherence is the perception by audience members that character actions have relevance to the outcome of the story. Character believability is the perception that character actions are motivated by agents' internal beliefs ...

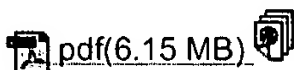
4 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Publisher: MIT Press

Full text available:



Additional Information: [full citation](#)

[Publisher Site](#)

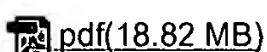
5 Augmented reality and mobile systems II: Meeting the spirit of history

Ursula Kretschmer, Volker Coors, Ulrike Spierling, Dieter Grasbon, Kerstin Schneider, Isabel Rojas, Rainer Malaka

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage VAST '01**

Publisher: ACM Press

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a research and development project for a novel technology, making the conveyance of cultural heritage during a historic sightseeing tour a unique experience. The cornerstones of this system are mobile augmented reality, including a hybrid tracking approach, intelligent queries to pose complex questions about geographical and historical knowledge, as well as a story engine to interactively run a digital story. This system involves the user in a thrilling story while exploring ...

Keywords: intelligent geo-temporal databases, interactive digital storytelling, mobile augmented reality

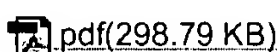
6 Technical papers: Collecting commonsense experiences

Push Singh, Barbara Barry

October 2003 **Proceedings of the 2nd international conference on Knowledge capture K-CAP '03**

Publisher: ACM Press

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Humans naturally share knowledge by telling stories. This is a form of knowledge exchange we engage in right from early childhood, and over time we learn to recall, order and organize our experiences as stories [1]. In this paper we describe the Open Mind Experiences (OMEX) system, a web-based knowledge acquisition tool that exploits our natural ability to tell and explain stories in order to build a large-scale commonsense knowledge base. We built OMEX to gather descriptions and explanations of ...

7 Story-morphing in the affective reasoning paradigm: generating stories semi-automatically for use with "emotionally intelligent" multimedia agents

Clark Elliott, Jacek Brzezinski, Sanjay Sheth, Robert Salvatoriello

May 1998 **Proceedings of the second international conference on Autonomous agents AGENTS '98**

Publisher: ACM PressFull text available:  pdf(1.11 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**8** Session 2C: life-like and believable qualities: Interacting with virtual characters in interactive storytelling

Marc Cavazza, Fred Charles, Steven J. Mead

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1 AAMAS '02****Publisher:** ACM PressFull text available:  pdf(2.26 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In recent years, several paradigms have emerged for interactive storytelling. In character-based storytelling, plot generation is based on the behaviour of autonomous characters. In this paper, we describe user interaction in a fully-implemented prototype of an interactive storytelling system. We describe the planning techniques used to control autonomous characters, which derive from HTN planning. The hierarchical task network representing a characters' potential behaviour constitute a target f ...



Keywords: computer games, interactive storytelling, planning, speech understanding, synthetic characters

9 The FINITE STRING newsletter: Abstracts of current literature


American Journal of Computational Linguistics Staff

October 1981 **Computational Linguistics**, Volume 7 Issue 4**Publisher:** MIT Press


Full text available:

 pdf(1.61 MB) Additional Information: [full citation](#)
[Publisher Site](#)**10** The FINITE STRING newsletter: Abstracts of current literature

American Journal of Computational Linguistics Staff

July 1981 **Computational Linguistics**, Volume 7 Issue 3**Publisher:** MIT PressFull text available:  pdf(2.42 MB) [Publisher Site](#)Additional Information: [full citation](#)**11** Arts session 1: installations and media archaeology: Buzz: telling compelling stories

Sara H. Owsley, Kristian J. Hammond, David A. Shamma, Sanjay Sood


October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06****Publisher:** ACM PressFull text available:  pdf(1.11 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a digital theater installation called *Buzz*. *Buzz* consists of virtual actors who express the collective voice generated by weblogs (blogs). These actors find compelling stories from blogs and perform them. In this paper, we explore what it means for a story to be compelling and describe a set of techniques for retrieving compelling stories. We also outline an architecture for high level direction of a performance using Adaptive Retrieval Charts (ARCs), allowing ...

Keywords: blogs, culture, emotion, media arts, network arts, software agents, story generation, world wide web

12 Graphic StoryWriter: an interactive environment for emergent storytelling



 Karl E. Steiner, Thomas G. Moher

June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '92**

Publisher: ACM Press

Full text available:  pdf(871.68 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Graphic StoryWriter (GSW) is an interactive system that enables its users to create structurally complete stories through the manipulation of graphic objects in a simulated storybook. A rule-based story engine manages character and prop interaction, guides story development, and generates text. Through the simple interface and story writing engine, the Graphic StoryWriter provides an environment for early readers to learn about story structures, to experience the relationship between pi ...

Keywords: educational software, story grammars, user interaction

13 Work-in-progress: An evaluation of the integrated use of a multimedia storytelling system within a psychotherapy intervention for adolescents.



Eileen Brosnan, Carol Fitzpatrick, John Sharry, Richard Boyle

April 2006 **CHI '06 extended abstracts on Human factors in computing systems CHI '06**

Publisher: ACM Press

Full text available:  pdf(417.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a study currently being conducted with adolescents attending the Child and Adolescent Mental Health Service (CAMHS) at the Mater Hospital Dublin, Ireland measuring the effectiveness of a therapeutic groupwork intervention for adolescents experiencing depression, anxiety and other mental health issues. The intervention is essentially a Cognitive Behavioural Therapy (CBT) programme that uses an animated story building system in combination with a series of short movie vignette ...

Keywords: cognitive behavioural therapy, multimedia, psychotherapy, storytelling, technology

14 Demo presentations session B: Computational support for compelling story telling



Sara H. Owsley, Kristian J. Hammond, David A. Shamma

June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

Full text available:  pdf(179.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a digital theater installation call *Buzz*. *Buzz* consists of virtual actors who express the collective voice generated by blogs. These actors find compelling stories from blogs on the popular and contentious topics of the day and perform them. In this paper, we explore what it means for a story to be compelling and describe a set of techniques for retrieving compelling stories on a topic. We also outline an architecture for high level direction of a performance using Ad ...

Keywords: blogs, culture, emotion, media arts, network arts, software agents, story

generation, world wide web

15 Representing stories: Minimal structures for stories



Nicolas Szilas, Jean-Hugues Rety

October 2004 **Proceedings of the 1st ACM workshop on Story representation, mechanism and context SRMC '04**

Publisher: ACM Press

Full text available:  [pdf\(158.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Our research on Interactive Drama aims at conciliating interaction and story at the deepest level, the level of action. From a given story representation formalism, a set of elementary narrative structures is derived in order to capture the minimal requirements for providing a narrative and interactive experience to a user.

Some of these structures are implemented and simulated, to illustrate the quality and limitations of each structure.

Keywords: human computer interaction, interactive drama, interactive narrative, narrative intelligence, narrative structures

16 Interactive arts 2: performance, play, and appreciation: Situated event bootstrapping



and capture guidance for automated home movie authoring

Brett Adams, Svetha Venkatesh

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available:  [pdf\(530.68 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a novel interactive media authoring framework, MediaTE, that enables amateurs to create videos of higher narrative or aesthetic quality with a completely mobile lifecycle. A novel event bootstrapping dialog is used to derive shot suggestions that yield both targetted footage and annotation enabling an automatic Computational Media Aesthetics-aware editing phase, the manual performance of which is typically a barrier to the amateur. This facilitates a move away from requiring ...

Keywords: cinematography, home movies, media aesthetics, narrative structure, video analysis, video editing

17 Special issue on using large corpora: II: Using register-diversified corpora for general language studies



Douglas Biber

June 1993 **Computational Linguistics**, Volume 19 Issue 2

Publisher: MIT Press

Full text available:  [pdf\(1.43 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
[Publisher Site](#)

The present study summarizes corpus-based research on linguistic characteristics from several different structural levels, in English as well as other languages, showing that register variation is inherent in natural language. It further argues that, due to the importance and systematicity of the linguistic differences among registers, diversified

corpora representing a broad range of register variation are required as the basis for general language studies. First, the extent of cross-register di ...

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DD Merritt, BZ Liles - Journal of Speech, Language and Hearing Research, 1987 - ASHA
 ... by both groups were highly similar, though, in both **story generation** and story ... did differ significantly in their comprehension of the **relationships** linking the ...

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M Lee - cs.bham.ac.uk

A Model of **Story Generation** A thesis submitted to the University of Manchester for ... 2.3.4 **Plot** fragments : : : : 36 ...

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[Narrative Discourse in Children With Language Disorders and Children With Normal Language A Critical ...](#) - all 6 versions »

BZ Liles - Journal of Speech, Language and Hearing Research, 1993 - ASHA

... up the episodes display logical **relationships**, usually either ... children used a thematic (ie, **plot**) base for ... narratives could be distinguished by **theme** as well ...

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[Storylines: Visual exploration and analysis in latent semantic spaces - all 2 versions »](#)

W Zhu, C Chen - Computers & Graphics, 2007 - Elsevier

... Networks preserve the term-term **relationships** that are unique ... political issues, we decided to explore this **plot**. ... hidden in the two linked **theme** clusters, we ...

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[A Planning Approach to **Story Generation** for History Education - all 2 versions »](#)

MO Riedl, RM Young - Proceedings of the 3rd International Conference on Narrative ..., 2004 - ncsu.edu

... sex, and interest in particular **themes** [5], indicate ... are high-level descriptions of **plot** such as ... dependency planners rely on causal **relationships** between plan ...

[Cited by 4](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[Semantic divergence and creative **story generation**: An fMRI investigation - all 5 versions »](#)

PA Howard-Jones, SJ Blakemore, EA Samuel, IR ... - Cognitive Brain Research, 2005 - bristol.ac.uk

... incorporated words that bore little semantic **relationship** with each ... **Theme**: Neural basis for behavior Topic: Cognition ... that they were to generate the **plot** of a ...

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[Categorization of narrative semantics for use in generative multidocument summarization - all 3 versions »](#)

DK Elson - Proceedings of INLG, 2004 - Springer

... set of words or syntactic **relationships** that identify ... model of common plots, characters,

and **themes** of which ... We have identified several of the **plot** elements we ...

[Cited by 1](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Façade: An Experiment in Building a Fully-Realized Interactive Drama - all 8 versions »

M Mateas, A Stern - Game Developers Conference, Game Design track, 2003 -
cp.eng.chula.ac.th

... games will have difficulty addressing **themes** of human ... order to build an interactive drama about human **relationships**. ... Change in the **plot** should not be traceable ...

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[BOOK] AUTEUR: The Application of Video Semantics and Theme Representation for Automated Film Editing. - all 2 versions »

FM Nack - 1996 - homepages.cwi.nl

... Figure 6.3 **Plot** requirements for the editing process ... the key narrative principles, ie **theme**, order, event, time, and space, and the **relationship** between them. ...

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Story Traces and Projections: Exploring the Patterns of Storytelling

E Figa, P Tarau - TIDSE, 2003 - logic.csci.unt.edu

... WordNet provides a many-to-many **relationship** from words and ... We obtain the dominant

theme of a story by ... addition of a narrative world, a **plot, characters, action ...**

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Hybrid narrative and categorical strategies for interactive and dynamic video presentation ... - all 6 versions »

CA Lindley, F Nack - New Review of Hypermedia and Multimedia, 2000 - homepages.cwi.nl
 ... of a pattern of cause- effect **relationships** among the ... or conceptual objects such as **themes**, goals, events or ... The dynamics within **plot** construction are twofold. ...

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Narrative Intervention Research

EB Practice, BS Pictures - ASHA

... Logical connections, but **theme** or **plot** not elaborated Sequence stories, primitive narratives, temporal stories ... Page 4. 4 Age in **relationship** to accuracy ...

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[BOOK] An Oz-centric Review of Interactive Drama and Believable Agents - all 18 versions »

M Mateas - 1997 - Springer

... Leave out one of the three, and although your **plot** may be exciting ... 0 Social **relationships** - Characters engage in detailed interactions with others in a manner ...

[Cited by 159](#) - [Related Articles](#) - [Web Search](#) - [Library Search](#) - [BL Direct](#)

Cinewrite: an algorithm-sketch for writing novels cinematically, and two mysteries therein

S Bringsjord - Instructional Science, 1992 - Springer

... with the general structure, ie the **plot/conflict**, of the ... the United States; the overriding **theme** of the ... has been done on the **relationship** between visualization ...

[Cited by 7](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

Story-morphing in the affective reasoning paradigm: generating stories semi-automatically for use with ... - all 2 versions »

C Elliott, J Brzezinski, S Sheth, R Salvatoriello - Proceedings of the second international conference on ..., 1998 - portal.acm.org

... we have es- tablished a strong **relationship** between reasoning ... Guaranteeing a consistent,

plausible, **plot** can eas ... Our ap- proach to **story generation** is entirely ...

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Authoring Dynamic Storylines in Interactive Virtual Environments

S Kashani, J Robertson - judy.robertson1.googlepages.com

... and only the most important **plot themes** (ie Propp ... to coexist and form social **relationships**; exhibited by ... Intent-driven Planner for Multi-Agent **Story Generation**. ...

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Improving narrative skills in young children with delayed language development - all 7 versions »

P Davies, B Shanks, K Davies - Educational Review, 2004 - Taylor & Francis

... events, a central character and **theme** and a **plot** ... the task of developing a fictional **plot** organized around ... s age provided no significant **relationships** other than ...

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Three computer-based models of storytelling: BRUTUS, MINSTREL and MEXICA

R Pérez y Pérez, M Sharples - Knowledge-Based Systems, 2004 - Elsevier

... **theme**, the system develops a **plot** through planning ... can be linked to establish **relationships** between them. ... stories about six predefined schema-**themes** known as ...

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Exploring Narratives and Antenarratives of Graffiti Artists: Beyond Dichotomies of Commitment and ... - all 2 versions »

M Sliwa, G Cairns - Culture and Organization, 2007 - Taylor & Francis

... not challenge the power/knowledge **relationships** of subject ... network, intertextuality, causality and **plot**), Boje places 'antenarrative as **theme**' at the ...

[Web Search](#)

An Automated Story Generator of the Old French Epic

C Wilcock - dcs.shef.ac.uk

... content with the poem's recurrent **themes**, character types ... first attempt at formal representation of **plot** in the ... are designed to give the **relationship** of the ...

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